Code Review:

Input:

* Use Power Up
  + Lasers
    - Go indefinitely in 4 directions.
  + Shield
    - Blocks one hit
    - Duration for 5 turns
  + Teleport
    - Teleport to a pad.
    - Max 5.
* Shoot
* Turn
* Move Forward
* None

End Game: Player dies or turn counter hits.

Board Objects:

* Walls
* Bullets
  + Travel indefinetly until hit.
* Turrets
  + Fire lasers
  + Has fire time and cool down time
  + Fire after initialization turn
* Powerups.